11/20/98 STR 1439   "Often Imitated, Never Surpassed!"

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STReport International Magazine
Featured Weekly
Accurate UP-TO-THE-MINUTE News, Reviews and Information
Current Events, Original Articles, Tips, Rumors, Gossip and Information
Hardware - Software - Corporate - R & D - Imports

IMPORTANT NOTICE

From the Editor's Desk...

First and foremost, let me wish everyone a wonderful Thanksgiving
Holiday.

Ken Starr seems to have taken his best shot. What's your impression of
this zealot's actions? Please, let us know exactly how you feel about
the entire mess in the NEW STReport discussion forums on Delphi. Log in
and go to our area with one fell swoop. Its free and its fast. In
addition to our numerous messaging areas, we'll also be making our

magazine available from there too.

The Republican Party is acting very cagey these days. If one were to wager what they were up to... one would have to say re-grouping and redemption appears to be the order of the day. I wouldn't be the least bit surprised to see Ken Starr left out in the cold... slowly twisting in the wind when this nonsense is all over. After all, some of the tactics he employed were highly questionable. You cannot enforce the law by breaking the law.

Taping telephone conversations are strictly against the law in the areas in which Linda Tripp did her thing. Then there's good old Monica herself, who, in heaven's name keeps a soiled dress for over six months in that soiled condition unless, of course, there are other motivations.

One of the oldest tricks in the history books is how the high level spys did each other and top worldwide government leaders in. Their best and most effective weapon was and always will be SEX. Who in the the last thirty years has been the world's most effective Top Spy? Isn't it amazingly coincidental that he also was defeated by that Democrat Clinton? Yes, its none other that the very staunch Republican George H. Bush ex vice president, ex president and ex CIA chief.

Did you also know that Starr was a staunch Republican who at the time Clinton was elected made it very clear how much he despised the man and would get him? His exlaw partner was and is to this day, Starr's point man. One day, the American Public will know the real truths about this inquisitor and the entire impeachment process from when it began back on the day the Whitewater Investigation was begun by Starr. Let us know what you think about all this intimidation, setups and subterfuge. Meet all of us in our STReport discussion Forums. Let's hear from you.

                                                            Ralph

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                    Ralph F. Mariano, Publisher, Editor

                 Dana P. Jacobson, Editor, Current Affairs

                         STReport Headline News

                    LATE BREAKING INDUSTRY-WIDE NEWS
                    Weekly Happenings in the Computer World
                      Compiled by: Dana P. Jacobson

Costs Rise as Millennium Battle Goes Down to Wire

The estimated cost of dealing with the millennium "bomb" in Europe and
the U.S. has risen 20% in the last six months and some organizations
may not now finish their work in time, a study released Tuesday said.

The comprehensive survey by European computer consultancy Cap Gemini
found the total estimated cost of dealing with the problem had risen
to $858 billion from $719 billion predicted in April.

While there had been a greater sense of urgency within business in
recent months, Cap Gemini Vice Chairman Geoff Unwin said: "But the
brutal truth remains that the fight against the millennium problem will
go right down to the wire."

Microsoft Must Change Windows 98

Microsoft Corp. must redesign Windows 98 and other software that
doesn't meet certain Java programming language standards within 90 days
or stop shipping the products.

U.S. District Judge Ronald Whyte Tuesday issued a preliminary injunction
ordering Microsoft to alter its products that don't pass Sun Microsystems
Inc.'s compatibility test for Java. The injunction does not involve
software that has already been shipped and sold.

Although most computer users will be unaffected by the change, the
modifications are a windfall for computer programmers, allowing them
more flexibility in the systems they use.

More broadly, the ruling sends a message to the burgeoning computer
industry that Microsoft's strength can be challenged - at least
temporarily - in court.

Palo Alto-based Sun Microsystems sued Redmond, Wash.-based Microsoft
last October, seeking the changes and $35 million in damages for
allegedly developing and distributing a Windows-only form of the
language.

Java, introduced by Sun Microsystems in 1995, potentially allows
developers to write a software program once and have it run on a wide
variety of computer systems including Macintosh, UNIX and Windows. But
Microsoft rewrote Java when it included the language in its software so
that it would only work on Windows.

Paul Maritz, vice president for Microsoft's platforms and applications
group, said new shipments of Windows 98 would be modified to comply with
the order. He would not estimate the cost of changing the software, other
than to say it was ''nontrivial'' but ''well within our capabilities.''

The case is still headed for trial, although no court date has been set.

In the lawsuit, Sun Microsystems accused Microsoft of trying to make it
impossible for Java to become a universal programming language.

But evidence from Microsoft indicates that at least some at Sun thought
the contract between the two companies allowed Microsoft to use Java in
that way.

Sun's complaints are echoed in part of the Justice Department's
litigation against Microsoft in an ongoing antitrust trial. But both
Sun and Microsoft officials said they didn't think Tuesday's ruling in
San Jose would bring any changes in the case in Washington, D.C.

Sun Microsystems president of Java Software Alan Baratz said the ruling
will help his company improve and expand the programming language.

''While this case proceeds through the court, we'll continue to use our
enormous energy in the marketplace - as will the other companies that
are the cornerstones of the Java technology industry - to deliver
high-performing Java technology that outperforms Microsoft's incompatible

technology,'' he said.

Microsoft legal counsel Tom Burt said Microsoft was still studying the ruling and might appeal. Microsoft officials also said they are considering simply pulling Java off their software.

''The option of not supporting Java is one open to us'' said Maritz. However, he said that at this point, their highest priority is ''to make sure that our customers are taken care of. We will consider these longer-term options in due course.''

Baratz said ''it would be a mistake and unlikely that Microsoft would pull that technology out of their products at this point.''

He noted that Sun has a five-year contract with Microsoft to include the language.

''Microsoft entered into this agreement in the first place because they understood the importance of Java, as conveyed to them by their developers and users,'' said Baratz.

Iomega Plans Bigger Disks, Music Download System

In a flurry of new product and distribution deal news, data storage maker Iomega Corp. said it will offer a 250-megabyte version of its Zip drive and that it is developing a system for safely delivering music and video to computer disks via the Web.

In addition, Iomega said Compaq Computer Corp. and Sharp Corp. had agreed to use Iomega's Clik! drive in several handheld and mobile computer products.

The announcements were made at the first day of the Fall Comdex, the largest annual U.S. computer trade show, which is taking place in Las Vegas this week.

In the wake of the announcements, Iomega's stock, which has been on the mend recently, gained 8.5 percent to $8, up 62.5 cents on the day Monday, in active trading on the New York Stock Exchange.

The stock price has doubled in the last month, both since it named a full-time replacement for its acting chief executive and amid the bankruptcy protection filing of rival storage drive maker SyQuest Technology Inc. It remains well below its year high of 16-12/16.

The Roy, Utah-based Iomega said it was developing Record/ Play, a technology that will provide a secure means for distributing encoded music, video, data and other content via the Internet and storing such information on Iomega products.

It said Record/Play offers a copy protection technique that will allow any content downloaded to an Iomega disk to be played only on that disk, protecting the digital information from repeated copying.

The technology is designed to provide leading Internet and entertainment companies a secure channel for all copyright- protected Internet

content -- such as music, video, research, software, audio books, Webcasts and games.

The new 250-megabyte Zip drive offers similar features but greater capacity than Iomega's existing 100-megabyte Zip drive, which has been installed in more than 19 million PCs and ranks among the best-selling retail computer products of the decade.

Iomega said its new Zip drive compares favorably to the rival storage products being introduced this week including a 200 megabyte drive from Sony Corp. and similar products from other Japanese computer manufacturers.

Iomega said Compaq, the world's leading maker of personal computers, tentatively had agreed to offer the Clik! mobile drive with its C-Series handheld personal computer running Microsoft Windows CE software and due out in 1999.

The company said Clik! drives will work with Sharp's new mobile PC line of Actius notebooks and Mobilon Pro and TriPad handheld PCs. Clik! drives are due out later this year or in the first quarter of 1999 at a retail price of $199, Iomega said.

Amazon Adds Retail Fronts

Five months after announcing it would sell music as well as books, online retailer Amazon.com unveiled its videotape and consumer merchandise Internet stores Tuesday. Both new sales segments highlight the fierce competition between online merchants for a stake in an exploding commercial sector.

By 2002, transactions worth an estimated $200 billion will be handled over the Internet, much of that in media goods and entertainment. Amazon has been planning to expand into video and digital videodisc (DVD) sales since April, when it bought the Internet Movie Database, an online movie information warehouse.

SyQuest Files Chapter 11, Sells Assets

SyQuest Technology Inc., once the pioneer in removable storage devices, said late Tuesday that it filed for bankruptcy protection and had reached a tentative agreement to sell "substantial assets."

SyQuest said the buyer, which was not immediately identified, would acquire its patents, other intellectual property, manufacturing and development equipment, finished goods, work in process and raw material inventory. SyQuest will retain all of its accounts receivable and ownership of its building in Malaysia.

AOL Browsing Browsers

With only days remaining in its exclusive relationship with Microsoft Corp., America Online Inc. is reportedly reviewing its options and talking with Microsoft archrival Netscape Communications Corp.

AOL and Microsoft entered into a mutual promotional contract in 1996, with the online service provider making Microsoft's Internet Explorer browser software available to its 14 million registered users. In return, Microsoft included AOL registration information in the Internet folder of Windows 95. But according to the Wall Street Journal, AOL is discussing the possibility of replacing Microsoft's browser with Netscape's Navigator when the deal expires Jan. 1.

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EDUPAGE STR Focus Keeping the users informed

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LAWSUIT PROTESTS TELECOM LINKAGES TO CHURCH SCHOOLS

The Freedom From Religion Foundation, based in Madison, Wis., has sued
the state of Wisconsin over the state's fledgling Educational
Telecommunications Access Program. The group charges that by providing
church-affiliated schools and colleges with equipment and services for
linking to the Internet and interactive video, the program violates the
constitutional guarantee of a separated church and state. The suit
charges that at lease 10 of the 14 private colleges benefiting under the
program are sectarian. (Chronicle of Higher Education 13 Nov 98)

BROADCASTERS TARGET THE OFFICE WORKER

Broadcast television is eyeing its future, and sees offices full of PCs.
As the TV marketplace continues to fragment and flatten, broadcasters are
looking at new ways to extend their reach, says the president of
UltimateTV. To do that, they're looking at all those office workers stuck
in front of all those PCs all day. Jeff Garrard, executive producer for
CNN Interactive, says if CNN can reach people with information relevant
to their work, via streaming media on the Web, it will have maintained
its reach, even if those same people watch less CNN on TV at home. And on
the Web, broadcasting companies can run a lot of the content that ends up
on the cutting room floor -- a byproduct of the tyranny of 30-minute
television programming. Not only that, but TV companies can bring the
kind of production values to the Web that consumers have come to expect:
They bring the level of quality people have assumed watching the color-TV
box at home for 30 years, says the president of Internet Television
Network. (TechWeb 12 Nov 98)

STUDY PREDICTS CONTENT WILL COST

A report titled Internet Service Providers, Proprietary Content, and the
Battle for Users' Dollars says that as prices for Internet access
decrease, fees for information and other content on the Web will
increase. Prepared by the William Simon School of Management in
Rochester, N.Y., the report predicts that the rise in fees for content
will parallel the growth of 900 telephone services. In addition, the
study cites an increasing trend toward taxing Internet access, which
already is taxable in 10 states and District of Columbia. (Information
Week 9 Nov 98)

INFO TECH WORKERS WOULD RATHER SWITCH

A survey from George Mason University indicates that information
technology workers are almost twice as likely as the general
college-educated population to switch careers, with one in three
anticipating doing so in the future. The survey polled 400 college
graduates between the ages of 30 and 55 who are currently employed and
have been out of school at least 10 years. Half of the respondents said
they had already experienced one career change since college, and 40%
reported at least two. Forty percent of IT workers said if they were
starting over, they would study something different as undergraduates,
with most of them citing the liberal arts. The results suggest that

employees are more restless than in the past and that companies, especially in the critically short-staffed high-tech industries, may want to take a hard look at their retention efforts, says Alan Merten, president of GMU. (CIO 1 Nov 98)

ARE MICROSOFT'S BIG CUSTOMERS AGAINST INTEGRATED BROWSERS?

Consultant Glenn E. Weadock, a government-called expert witness in the Microsoft antitrust trial, says in written testimony that companies such as Citibank and Federal Express dislike Microsoft's strategy of integrating its Internet browsing software with the Windows operating system. Indicating that managers resent having to bear the additional trouble and expense of removing Microsoft's browser in order to use another one, Weadock writes: No corporate PC manager, in fact no one outside of Microsoft, has ever described a Web browser to me as operating system software. Organizations typically consider browser software as applications software, like e-mail or word processing. In response, Microsoft says that companies such as Dell, Monsanto, Siemens, Nabisco and Toyota realize the benefits of integration, and that Mr. Weadock's testimony is a collection of opinions, not fact. (New York Times 14 Nov 98)

MALAYSIA'S TROUBLED DREAMS OF A HIGH-TECH CORRIDOR

Malaysia's plans to transform its economy through information technology may be in jeopardy because the former deputy prime minister who promoted the country's new Silicon Valley-style Multimedia Super Corridor (MSC) has been is being tried on charges of corruption and illegal sexual acts. U.S. technology advocate Alvin Toffler has written a protest letter saying the country can't expect the world's greatest high-technology companies and leaders to help bring the digital future to Malaysia while the police throw a supporter into jail. (Washington Post 14 Nov 98)

CELERON GETS A BOOST

In early 1999 Intel will boost the speed of its low-cost Celeron processors and integrate other chips into the Celeron to enhance the chip's graphics, audio, video and memory. Celeron chips will then run at speeds higher than 400 megahertz. (San Jose Mercury News 13 Nov 98)

CONCERN FOR THE Y2K READINESS OF OTHER COUNTRIES

Department of Defense officials are worried that foreign early warning systems could malfunction and falsely indicate an attack, and former U.S. Senator Sam Nunn warns, We have a huge stake in Russia's early warning systems working properly. A Pentagon official promises, We're working with all the nuclear powers we have a relationship with, to physically share people. Their people will sit in our control centers and our people in their control centers to keep the communications open. (USA Today 14 Nov 98)

ORACLE-ONLY MACHINES WON'T DO WINDOWS

In a pitch reminiscent of his zeal for the Network Computer, Oracle CEO Larry Ellison is touting the virtues of bare-bones computers built solely for running Oracle's database software. Such computers, he says, would be much more efficient than machines based on the Windows operating system: If the only thing you're doing is running Oracle... then to have NT underneath it just makes it bigger, slower, less reliable and less secure. It really doesn't do anything. Ellison says his company is in

talks with Hewlett-Packard, Dell Computer and Sun Microsystems to build
the Oracle-only machines, which would incorporate technology purchased
from Apple Computer. Oracle anticipates pricing the new machines, running
on four Intel processors, at about $10,000, including the Oracle
software. Four-processor Intel servers running Windows NT can be had for
about $12,500. (Investor's Business Daily 16 Nov 98)

BLUE MOUNTAIN VS. PACIFIC BLUE -- WHICH IS FASTER?

In the never-ending race for the world's fastest supercomputer, the P.R.
can get a bit confusing: The U.S. Department of Energy last week
declared Silicon Graphics' Blue Mountain as the fastest computer in the
world, running at 1.6-trillion calculations per second. But only two
weeks earlier, DOE touted IBM's Pacific Blue as the fastest, capable of
performing 3.9-trillion calculations per second. So which is really
faster? You decide: it turns out that Pacific Blue tested for peak speed,
while Blue Mountain tested for sustained speed. (St. Petersburg Times 16
Nov 98)

AT&T ARGUES AGAINST SHARING UPGRADED CABLE LINES

AT&T says its $32-billion acquisition of Tele-Communications Inc. would
be severely jeopardized if it is forced to give competitive Internet
service providers access to the upgraded cable lines it plans to build
following the merger. Up until now, TCI has offered only one provider via
its cable lines -- @Home Network, in which it holds a 42% stake. In a
recent filing with the Federal Communications Commission, America Online
and the Bell companies objected to TCI's exclusionary policy, saying that
subscribers who wish to access the Internet via cable modem should have a
choice of Internet providers, just as they do via telephone lines. We
are not asking for a free ride, says AOL's general counsel. The issue
here is whether consumers are going to have the same kind of choice in
high-speed Internet services that they have today in narrowband services.
AT&T says @Home customers can access AOL or any other provider they want,
after they pay @Home for basic Internet access. (Wall Street Journal 17
Nov 98)

NEWS INDUSTRY STRUGGLES WITH ADVERTISING POLICIES

As print and broadcast news media move much of their content to the Web,
the industry is striving to devise new rules for managing Web ads in a
way that doesn't undermine the Web's credibility as a news source.
Whereas most print newspapers and magazines follow specific rules, such
as clearly marking ad copy that appears similar to editorial content and
avoiding placing ads next to editorial content that pertains to that
company, the rules are much less stringent when it comes to the Web. In
fact, an informal survey revealed that many of the sites run banner ads
directly over or adjacent to stories on those companies. And whereas
standards for ntegrity in print developed over decades, Almost no one in
that great Web rush of '97 and '98 stopped to say, 'Are the rules
different?' or 'How do we make sure that we don't confuse our readers?'
says Kenneth Paulson, xecutive director of the First AmendmentCenter at
Vanderbilt University. Both the American Society of Magazine Editors and
the Internet Content Coalition are now addressing guidelines for mixing
editorial and advertising content on the Web. The Internet needs to have
an ethical voice, says Coalition co-chairman Christopher Barr. (Los
Angeles Times 16 Nov 98)

AMAZON ADDS VIDEOS AND GIFTS

Seattle-based Amazon.com, the online retailer of books and music, is adding videos, CDs, and other gift items for the upcoming season. The several hundred gifts available will include such items as Barbie dolls and Nintendo video games, which will be discontinued after the holidays. Will the company continue to expand its offerings? An Amazon.com executive says that the holiday sales program is not exactly a test but we will clearly learn something from this holiday gift site. (San Jose Mercury News 17 Nov 98)

KEEP THE GROWN-UPS OUT OF COMDEX

Technology pundit and best-selling author Don Tapscott (Growing Up Digital, Paradigm Shift, The Digital Economy) says that the Comdex Computer show's requirement that attendees be 21 or older is all wrong. Rather than restricting attendance to those 21 and over, it should restrict attendance to those 21 and under! Tapscott says that the most important influencers of computer software purchases in the home are children, not adults, and that as this new wave of digital kids enters the workforce, they are beginning to change our thinking about technology and the nature of the firm itself. (Wall Street Journal Interactive 16 Nov 98)

WHAT DO YOU MEAN BY MARKET SHARE?

During his videotaped deposition in the antitrust suit against his company, Microsoft chief executive Bill Gates debated words like we, concern, and market share, and said he didn't recall what he meantwhen he wrote in a January 1996 e-mail message to top aides: Winning Internet browser market share is a very, very important goal for us. Q: The industry and Microsoft track what is referred to as browser market share; correct, sir? Gates: No. Q: No? Does Microsoft track browser market share? A. I've seen usage share. Q. You've seen usage share? A. Uh-huh. But not -- market share usually refers to something related to -- not to usage. And with browsers, I've seen mostly usage. Now, some people might refer to that as a market share, but it's not a market share. Q. What is a market share? A. Well, when I think of a market share, I think of where you're comparing the revenue of one company to the revenue of another company. Q. The total revenue of a company? A. No, the revenue related to one company's product to the revenue of another company's product. Q. And that's what you think of when you use the term market share; is that your testimony? A. Usually. (New York Times 17 Nov 98)

MICROSOFT ENDS ITS PARTNERSHIP WITH REALNETWORKS

Microsoft is selling its 10% stake in RealNetworks, and will compete against that company in offering streaming video, which allows people to receive TV broadcasts over the Internet. The company is denying that its decision to end the alliance is revenge for the testimony provided last June by RealNetworks chief executive Rob Glaser in the Microsoft antitrust case being pursued by the U.S. Justice Department. Glaser had said in a Senate hearing that Microsoft had deliberately tried to break his multimedia software by making it inoperable on the Windows operating systems. Microsoft has said that Glaser's charge was false. (San Jose Mercury News 19 Nov 98)

AOL AND NETSCAPE DISCUSSING AN ALLIANCE

America Online, which now uses Microsoft's Internet Explorer software to enable its 14 million members to surf the World Wide Web, may switch its allegiance in January to Netscape, and load Netscape's Navigator browser

along with in or instead of the Microsoft browser. AOL is responding
aggressively to new moves by Microsoft's MSN online service to give AOL
direct competition in such online offerings as travel services.
(Bloomberg/AP/Atlanta Journal 19 Nov 98)

MICROSOFT TO CONTINUE JAVA SUPPORT AND ITS OWN VERSION OF JAVA

After reviewing a decision by a federal judge ruling that Microsoft had
violated its licensing contract with Sun by altering that company's Java
language to optimize it for Microsoft's Windows operating system (thus
making it incompatible with Sun's standard Java technology), Microsoft
has decided absolutely to continue support for Java. A Microsoft attorney
said, Though there are some restrictions on what we can do, Microsoft
still has the right to create its own version of Java. (New York Times 19
Nov 98)

PAGING FIRMS APPROVE INTERNET BROADCAST STANDARD

A group of 11 paging companies has approved a broadcast standard that
will enable customers to choose the information they wish to receive from
the Web, such as stock quotes or news headlines, and have it beamed
directly to their pagers. Prior to this agreement, paging customers could
receive information from the Web, but were limited to the set menu
offered by their providers. You could have any news you wanted as long as
it was the news we were offering, says the CEO of SkyTel Communications,
one of the companies endorsing the new standard. Other companies
supporting the standard include AirTouch Communications, Ameritech,
Metrocall Inc., and Preferred Networks Inc. (Wall Street Journal 19 Nov
98)

INTEL SAYS BRITISH PC PRICES ARE TOO HIGH

Intel has accused Dixons, the dominant U.K. PC retailer., of stunting PC
sales in Britain by setting its prices too high: Dixons charges
ridiculous margins, says Intel CEO Craig Barrett. A Dixons official
responds, We cannot make any sense of these comments. We believe Intel is
interpreting its loss of market share in Dixons stores as a problem in
the market as a whole. In fact, in the past six months, the U.K. PC
market has really taken off because of price cutting led by Dixons.
Average PC prices in the U.K. are about a third higher than those in the
U.S. and Germany, according to figures from Context, a U.K.-based
research group. Some analysts have attributed lower sales in the U.K. to
the country's relative lack of Internet connectivity, compared to the
U.S. and Germany. (Financial Times 19 Nov 98)

MICROSOFT SUGGESTS COLLUSION BY ITS RIVALS

In the fifth week of the Microsoft antitrust trial, IBM executive John
Soyring was asked to defend an e-mail message which IBM's chief software
manager urged counterparts at Sun, Netscape, and other companies to put
Microsoft on the defensive over Java. On the witness stand, Soyring was
asked by a Microsoft attorney: Do you think it's appropriate, Mr.
Soyring, for six of the largest software companies in the world to agree
with each other to collude with each other against Microsoft? (Washington
Post 19 Nov 98)

TEMPORARY WORKERS SUE MICROSOFT

Ten temporary workers have filed a new suit against Microsoft to fight
for employee benefits, and their lawyer says he will seek to have the

case certified as a class action covering thousands of other workers. They want participation in the company stock plan and the right to receive company-paid health benefits. (USA Today 18 Nov 98)

PRISON FOR CHILD PORNOGRAPHER

The first person to be sent to prison for selling child pornography on the World Wide Web is a 34-year-old London businessman caught by a U.S. Customs agent and indicted by a Utah grand jury on a single count of interstate distribution of child pornography. The computer server used to store the photographs was in Utah. The man's attorney took pains to make it clear that his client was not a pervert. This was not his personal collection. He was in it for the money. (Associated Press 19 Nov 98)

                          Bits & Bytes
                        by R. F. Mariano

                        Sage Roast Turkey

Serves: 12 - 14
 * 1/3 cup apple cider or unsweetened apple juice
 * 1/3 cup apple jelly
 * 1/4 cup margarine or butter
 * 1 seedless orange
 * 1 12- to 14-pound fresh or frozen turkey, thawed if frozen
 * 1/2 teaspoon salt
 * 1/2 teaspoon freshly ground black pepper
 * Leaves from 1 bunch fresh sage
 * 3 large tart apples, such as Granny Smith, cored, peeled if desired,
   and cut into wedges
 * Cider Pan Gravy (Below)
 * Red and green seedless grapes

1. Heat oven to 425 degrees F.

2. In small saucepan over medium heat, stir apple cider, jelly, and
   margarine until jelly and margarine are melted and mixture is blended
   and smooth. Remove from heat.

3. Grate peel from orange; set aside. Cut orange in half, squeezing juice
   from one half into mixture. Slice remaining half; set aside.

4. Remove giblets and neck from turkey; set aside for other use. Rinse
   turkey under cold running water; drain well; pat thoroughly dry with
   paper towels. Rub turkey all over with reserved orange peel (see
   note); sprinkle inside and out with salt and pepper.

5. Gently loosen skin over entire turkey breast by inserting fingertips
   between skin and flesh. Arrange as many sage leaves as desired over
   flesh; pat skin back into place. Stuff neck and body cavities of
   turkey loosely with apple wedges, reserved orange slices, and
   remaining sage leaves, reserving a few for garnish; close both
   cavities with skewers. Tie legs together; tuck wings under body.

6. Place turkey, breast side up, on rack in shallow roasting pan; brush
   all over with reserved cider mixture. Roast 15 minutes; reduce oven

temperature to 325 degrees F. Roast 4 to 4 1/4 hours longer until breast skin is crisp and golden and juices run clear when thigh is pricked with fork, or until meat thermometer registers 180 degrees F.; baste bird every 20 minutes, first with remaining cider mixture, then with pan drippings. If turkey seems to be browning too quickly, cover loosely with foil.

7. Remove turkey to platter, reserving drippings in pan for Cider Pan Gravy. Let turkey rest, covered lightly with foil, 20 minutes while you prepare gravy. Remove skewers and string from turkey to carve; serve turkey garnished with reserved sage leaves and grapes, and accompanied by gravy and cranberry sauce.

Note: Reserve about 1/2 teaspoon of the peel to flavor gravy.

NUTRITION INFO per 1/12 recipe for turkey only: 440 calories (27% from fat), 13 g fat (4 g saturated), 170 mg cholesterol, 230 mg sodium, 8 g carbohydrate (0 g fiber), 66 g protein. % Daily Values: 8% calcium, 25% iron.

CIDER PAN GRAVY

Scrape turkey roasting pan to loosen browned bits; tilt pan and pour off fat and drippings into 4-cup glass measure. Let fat rise to surface; skim off 3 tablespoons fat and place in 2-quart saucepan. Discard remaining fat. To drippings in measure add one 13 3/4-ounce can reduced-sodium chicken broth and 1/3 cup apple cider or unsweetened apple juice, or enough to make 3 cups liquid; set aside. Set saucepan with fat over medium heat; stir in 3 cloves garlic, crushed, and 3 tablespoons all-purpose flour until flour and fat are well-blended. Cook 2 minutes, stirring constantly until mixture is golden; gradually stir in reserved liquid. Bring to boil, stirring; cook 5 minutes longer. Remove from heat; stir in 1 tablespoon bourbon or orange juice, 1/2 teaspoon grated orange peel, and, if desired, 2 tablespoons margarine or butter. Makes about 3 cups.

NUTRITION INFO: per 1/4-cup serving without margarine: 70 calories (25% from fat), 2 g fat (0.5 g saturated), 5 mg cholesterol, 190 mg sodium, 11 g carbohydrate (1 g fiber), 1 g protein. % Daily Values: 2% calcium, 2% iron.

Got a question relative to something....

   We have covered or reviewed?
   Want something reviewed?
   Want to tell us a thing or two?

   Request a Brochure about a product?
   This is the place...

The Linux Advocate

Column #28
November 20th, 1998
by Scott Dowdle
dowdle@icstech.net
ICQ UIN: 15509440

LOGIN:

What a busy week this has been. My local Linux Users Group
(http://lug.cotcomsol.com) is had an InstallFest last night. I was lucky
enough to get some publicity for it by talking to the technology editor
at the Billings Gazette. I made up a make-shift publicity kit for him
which included the Forbes magazine that had the Open Source cover story,
a recent full page Time magazine article, as well as a print out of
Microsoft's internal analysis of Linux aka the Halloween II document. Tom
Nelson (the editor in question) was nice enough to devote about half a
page to the subject. The turn out was fantastic. With only two days
notice, approx. 45 people showed bringing in about 15 computers. This
might not sound like much given the hoards of Windows users, but it was
obvious to me that the tide is turning.

You can find the Billings Gazette article at the following URL:

http://www.billingsgazette.com/computing/981117_com001.html

NEWS:

Item #1: Troll Tech announces plans to make next generation of QT Open
Source - This is the top story so far as I'm concerned because hopefully,
it'll end a political battle that has been going on for some time... that
surrounds the licensing of the QT GUI library from which the K Desktop
Environment is built. The Troll Tech people say that are going to change
the license so that it meets the Open Source guidelines. Read about it
at the following URL: http://www.troll.no/announce/qpl.html

Item #2: Linux looks to the office: It's not just for nerds anymore -
ZDNet offers Linux coverage of Comdex. Since Comdex is a big story this
week, this gets item #2. :)
http://www.zdnet.com/zdnn/stories/news/0,4586,2165860,00.html

Item #3: The uncertain future of Windows NT: Recent industry comments on
the strength of Linux are too meaningful to ignore - Here is a article
that has some very choice quotes from prominent computer industry
members. The funny thing about it is that the author of the article took
at off his quotes from the Halloween documents. So for anyone who has
avoided reading the Halloween documents for whatever reason, here is a
nice summary written up a little differently.
http://www.linuxworld.com/linuxworld/lw-1998-11/lw-11-penguin.html

Item #4: Microsoft Must Change Windows 98 - I'm sure this is reported elsewhere, but just thought I'd mention that Sun won there case against Microsoft over Java... sort of. Microsoft has to fix Windows 98 or take it off the shelves in a 3 month time span I believe. Find out about the specifics at the following URL:
http://www.nytimes.com/aponline/f/AP-Microsoft-Sun.html

Item #5: How to trip Microsoft: Create cool software. Give it away on the Internet - Anyone subscribe to the print edition of US News & World report? I picked up a copy of this week's issue at Barnes and Nobel and enjoyed the three page article they did on Linux and Open Source software. You can find the online edition at the following URL:
http://www.usnews.com/usnews/issue/981123/23linu.htm

Item #6: Mike Cowpland on the Linux phenomenon - A big cheese from Corel talks about Linux. Given the fact that Corel announced this week that they will be giving away the complete Corel Office Suite on Linux for personal use as well as WordPerfect 8 standalone, many people in the Linux community, and elsewhere for that matter, are interested in just what Corel has to say. Read more at the following URL:
http://www.zdnet.co.uk/news/1998/45/ns-6073.html

Item #7: Hunting for the corporate desktop: SuSE Linux Office Suite 99 seeks to bring Linux into the mainstream - Here's a somewhat picky review of ApplixWare. Personally, I haven't had the slightest bit of a problem with it and I was working with a spreadsheet that was almost a quarter of a million cells (18,751 rows by 12 columns) for several hours last week, doing a lot of graphing and I didn't have the any problems with it whatsoever. I guess it goes to show that your mileage may vary. It's not that bad of a review though so check it out at the following URL:
http://www.linuxworld.com/linuxworld/lw-1998-11/lw-11-suse.html

Item #8: The ties that bind: The many paths to Linux enlightenment - I'm not sure how this one got pushed down so low on the news list. It just happens to be one of the better editorial pieces I've seen in a long time. http://www.linuxworld.com/linuxworld/lw-1998-11/lw-11-vcontrol.html

Item #9: Creating a UNIX Application Using the Win32 API - Microsoft talks about porting MSIE to Solaris. Where else but on the Microsoft homepage:
http://msdn.microsoft.com/developer/news/devnews/novdec98/unixwin32.htm

SPOTLIGHT: Linux report from Supercomputing '98 (borrowed from Slashdot)

Linux at SC98 by Rahul Dave

Beowulf BOF (Birds Of a Feather)

I operate a beowulf cluster at Univ of Pennsylvania. I went to SC98 to attend the tutorials and see the exhibits, and learn more stuff. It was a good experience. My cluster is at http://reno.cis.upenn.edu and http://eniac2000.cis.upenn.edu , if you are interested)

The BOF had more than 30 people there. Some had to stand.

There was a Beowulf BOF, in which a emotional speech was given by Thomas Sterling, one of the original pioneers, in which he claimed that we have already won the battle as we have forced a change in the mindset of people doing computing today, as to the benefits of open source. He said it is amazing today the interest in Beowulf at SC98, and that now the

Supercomputing community can harness the same distributed creative
energy thats driven Linux.

The point came up--whats a beowulf? The answer, at 0th level was: COTS
technology cluster using Open Source Software for scientific computation.
Most Beowulves use commodity interconnects, and have one point of entry,
with each branch of a job having a processor to itself. People do use it
for databasing(we do) and web serving and so on. With the advent of
SMP's and the cheapness of Intel based machines, bigger installations
with multiple departmental users, utilization is important, and job
scheduling was one of the talked about topics. Some kind of scheduler
will probably be on the next extreme Linux CD, to be burnt around end Feb
or so. There was a paper on scaling in Beowulves, concluding that
software routing had some scalability problems but a tree of switches
provided good scalability at greater cost. They have made available a
synthetic load generator.

The most wanted thing is Rollout and System management tools. The idea is
to give as much of a single system image notion as useful. Job Migration
was inpointed as being particularly important as a bridge to full-fledged
parallel programming. Unfortunately no open-source implementation exists
(Job Migration source is not available from Mosix).

If you have Rollout, cluster administration, round robin web serving, etc
prepackaged for beowulves, contact me (rdave@central.cis.upenn.edu).
Currently all of us use our own rollout and administration mechanism's,
and the Extreme Linux CD folks would like to have some offering on the CD
so that there is a everything at one place solution.

Robert Hart from Red Hat made the point that the extreme linux CD was
thought off by a lot of the press as a high availability clustering
solution, and that we need to make it clear that its a scienic computing
solution. Lots of discussion was there about the next edition of the CD,
to be based on RedHat 5.2. Someone is planning to provide debs of the
add-on software too. Only open-source and non-export-controlled(write
your idiotic govt!) software will be on the CD. There was some discussion
on what happened in the loss of web site crisis. The upshot of it was
consult on your organizations software release policies before releasing.
Export reviews will probably happen in the future.

Products

Paralogic was demoing bert

The Legion folks were showing of their object based metasystem for
authentication, seamless filesystem access, scheduling, etc. Essentially
in the words of Greg Lindahl, it allows you to concentrate for example on
your plugin scheduler while taking care of the authentication, file
system transparency, etc, instead of spreading yourself thin and doing a
lousy job on all of these which are not your forte. Go and download it if
you are interested.

Some company was demoing parallel Linda for Linux.

Objectivity was plugging their databases, LSF their cluster management
software, and the portland group their compilers.

Totalview is considering porting their parallel debugger to Linux. Its a
nice product. If you want it, holler to them. They are looking for

consumers. They were there at the BOF and there was considerable demand.

Other groups

Ameslab had a booth with posters on a new network layer called Bobnet
which provides 97MBps on Fast Ethernet ping pong, with lower latencies
than TCP IP. They also have a lite version of MPI which provides a large
amount of MPI's functionality with way more bandwidth than MPICH. It runs
both on TCP and BobNet, which has a VIA compatibility layer. Legion(see
up) Fermilab--posters about their analysis farms.

The High Performance Debugging Forum of the Ptools consortium was
interested in gdb's thread support for their parallel debugger. Whats the
status of kernel thread debugging on Linux? I believe one has to use
SmartGDB for user level thread support. Their reference implementations
are going to be on SP-2 and SGI Origin2000. I believe there will be
source. They will be using the debugging infrastructure in Nasa's p2d2
debugger which uses dbx and gdb to do the real work.

Clusters

Compaq demonstrated a 4-way alpha Beowulf cluster at their booth, running
Xaos. This in itself, I thought was pretty important. They said that
there was active consideration on porting the D-Unix compilers to Linux,
and that we ought to watch for Fibre-Channel drivers from them. Dell was
trying to convince folks to use NT with Interix--SC98 being a unix-vendor
dominated conference. I walked up to them and said that we'd like
pre-installed Linux machines. They arent doing that for servers on a per
server basis as yet, but I think they want feedback on this issue. So if
you use Dell's in any measure, write to them.

Parlalogic and Alta were demonstrating commercial Beowulves. Parlalogic
has a nice fortran based parallelizing tool called Bert. Douglas Eadline
was there from Paralogic, and they hosted Robert Hart from Red Hat, who
made the prediction that robust fail-over(wolfpack style) clustering is a
year away.

Real World Computing Partnership(from Japan) had multiple Linux clusters,
and were giving away there MPICH-PM and S-CoreD clustering software. Its
not redistributible, but source is available. The S-CoreD cluster
operating system layer implements monitoring and other such stuff, and
provides gang- scheduling using SIGSTOP and SIGCONT signals. The cluster
uses a Myrinet interconnect, and boasts upto 100MegaByte's per second
bandwidth using their Active messages layer(PM).They had a gorgeous 3D
loadmeter on their monitors. Very slick booth and stuff.

SPADE is a industry-academia partnership from Brazil making commercial
Beowulves. They use myrinet and fast ethernet interfaces, and a PAPERS
network(see next para) for synchronization. They are writing weather
forecasting software and selling the machines commercially to weather
stations. They expect to make some of their tools available open-source.
They had a beautiful Java console for their network, involving SNMP,
ping, and proprietary monitoring backends.

PAPERS from purdue demonstrated their parallel port low latency
interconnect (you can construct one from Radio Shack Parts!). They have a
API which does shared memory barrier synchrinization in 1.5microsec as
opposed to overhead for a OS lock(4 microsecs). This API is extended to
their low latency interconnect. They were using their interconnect for a
video-wall--a set of projectors displaying different parts of a image

computed in parallel. You could use mice to move little Tux's around on the background image and the positions would be recomputed in parallel with the edge communications over there interconnect. Cool stuff.

Panel

I left before the panel

Other

There was Cray, IBM, Sun, HP, Compaq, Fujitsu and others. The only interesting booth was Tera's. Their machine is $1million a processor, with No cache. Very ood parallelizing compilers, and very good programming tools. Since there is no cache, the compilers are very important, as each processor can spawn 128 threads each thread with its own registers and counters. Whilst one is out fetching from memory, the other thread will compute, thus masking \ latency--and thats why each thread needs its own registers. A very interesting architecture.

SPOTLIGHT: Linux Users Down Under and a Business Breakfast

Linux Business Breakfast: How it all went

By Con Zymaris
conz@cyber.com.au

Written: 1998-11-18

Abstract: On November 17th,1998, at the RACV Club dining room in Queen Street, Melbourne, Cybersource, Rocket Micro Systems and several other Linux suppliers, consultants and enthusiasts, held Australia's first ever (excluding installfests) Linux 'event.' We had targeted the corporate, business and government sectors, with the aim of helping spread the word about Linux in these areas. By all accounts, the event was a success; this is a brief account of what transpired.

Sometime in late September, my colleague at Cybersource, Richard Keech had the idea of holding an event with which we could make Linux better known to our corporate and government clients and hopefully lower the 'fear' factor that many of these people have of different operating systems, by showing them Linux in action through a mini-showcase. Some initial inquiries were made, an action plan was drawn up and a date was set less than six weeks in the future.

With only the short time available, the task sometimes seemed unachievable. Richard approached almost a dozen vendors to canvas their feelings about support. Most seemed to be interested, but only a handful were in a position to get involved. In time, some advertisements were placed in the major metropolitan newspaper, a few press-releases were sent out and published online (our thanks go to Linux Weekly News, LinuxWorld and LinuxToday for their support.)

With the date set and the venue booked, we waited for some attendees to sign-up. We were expecting perhaps 30 people, were bracing ourselves for an attendance list under 15, and were hoping for maybe 50. Part way through the 'marketing phase' of the event, the server which hosted the web pages and registration forms, started experiencing communication line

problems. This was obviously not a good thing, particularly since we had it emphasised to us at a later date, that various Melbourne based Linux enthusiasts had pointed their bosses to the then 'off-line' web-site, only to be told later that if this was a demonstration of Linux's capabilities, they weren't interested. Too late I guess to convince these bosses that the fault lay with our telco and not Linux! Such is life. Regardless, by the weekend before the event, we had somehow amassed 75 attendees, half of whom had never used Linux before or seen it in action. Linux had obviously made a splash, and people were paying attention!

We set up our mini-showcase of systems. Richard had some assistance from a few of our guys in setting everything up, including Alvin Sim, George Vlahoulis, Mike Ciavarella and Sergey Poberezovskiy. We also had assistance from John Leach, Keith Gray, Andrew McDonald, and David Field from Landmark. Among the demonstrations installed were Oracle 8, Applixware, Corel Wordperfect 7, Landmark (a full accounting solution for Linux) The GIMP, Netscape, GNU Chess, Hylafax, XEmacs and obviously everything else that ships with Red Hat 5.2. Everything was set, and, hopefully ready to go.

Being a breakfast event, the guys had to make an appearance at the event at the un-godly time (for techies) of 7:00am onwards. Luckily I drew a long straw and could roll up nearer to the event start time of 7:45am, still bad, but the coffee and pastries on-tap, courtesy of the RACV club staff made amends. Even by then, most of the attendees had arrived. In fact, some of them began arriving just after 7:00am. This, to me, is quite amazing. Not being a morning person myself, I found it impressive that people had become this interested in the Linux phenomenon to endure the hassle of getting up that early. Little by little, the attendees then made their way to their seats, as Richard prepared to present the introduction and his talk. It soon became apparent that even though we had procured enough seating for all the registered attendees, that there were not going to be enough chairs. Later Jane and Veronica who were handing registrations and labels told me that 15 extra people had arrived. Excellent; the more the merrier. We even had members of Melbourne's IT trade-press too! ;-)

Richard began his introduction just after 8:00am, and from that point, everything seemed to go flawlessly. His opening talk covered the text-book standard 'Introduction to Linux', moved over such things as the dual stream of kernel development, the open source development process, GNU and the FSF, variations in licences and the different distributions. He also covered the X Windows system, the wealth and variety of the utilities, scripting systems and development tools which ship with most distributions, the growth in industry ecognition of Linux, and some pointers to where Linux is heading. He also covered in detail a list of functionality that Linux ships with or has available freely, and compared that to Windows NT and other, commercial Unixes.

Up next was John Leach, who discussed Linux from more of a 'business' perspective. John started by describing how he got interested in Linux. He spoke about why Linux is better and how its performance for business applications is excellent. He mentioned the main desktop suites and that business applications are available. He also spoke about support options. One other thing; John's slide-show presentation, as was Richard's, was developed onApplixware's Presents app, and run on a Toshiba 300CDT laptop under Red Hat Linux. This seemed to genuinely interest people, as I guess Linux isn't known as a platform on which to do slide-show presentations.

The third presenter was Brett Hannath, Product Manager for Oracle. Prior

the breakfast, I'd had at the back of my mind that Brett would be mostly talking about Oracle, with a minor aside towards the end that Oracle now ran on Linux. Boy, was I wrong. He turned out to be a very entertaining (and enlightened) guy. For starters, he almost bought the house down with his laptop's antics. This nifty system with (I believe, a Pentium II-266, 128Meg of RAM) was running NT. As soon as Brett plugged it into the overhead RGB projector, it rebooted. This bought on some chuckles. What kept the audience amused however, was that it took almost 3 minutes (!) to boot up into NT again. I guess we couldn't have asked for a nicer demonstration of the differences between Linux and NT, live, in front of the business crowd ;-) Anyway, Brett recovered marvellously, and he continued on with a whirlwind performance, fully showing both Oracle's knowledge of and commitment to Linux. He not only knew what Linux was, he knew and dispelled a whole range of Linux 'myths', on such things as support, code quality, performance and viability as a platform. He also of course gave us a good overview of what Oracle had in mind for Linux, including such things as adding their enterprise server products, web-application server (and its integration with Apache) Oracle financial products and numerous others. All these were slated for introduction over the first few months of 1999, which is shaping to be a boom year for Linux.

Lastly, to present an actual case study on the business use of Linux, Steven D'Aprano took the stage. Steven is from MB Sales, a very busy plumber supplier wholesaler with numerous branches around Australia. While not an IT person, Steven does have a background with computers, and is an avid Mac fan. He gave a very interesting overview of his company's use of Linux. Initially, MB Sales used a Mac based accounting system. When they outgrew this package, they went in search of a larger system around 12 months ago. The ones they found were all Windows/DOS based, and required either a Novell or NT file server. Not being happy with these options, Steven looked into Linux. He humourously recounted his attempts in getting various hardware and accounting system vendors to accept his choice. Most had never heard of Linux before. He persisted, and eventually built a LAN system with a Linux file server (Red Hat 5.0 running SAMBA.) As he wasn't satisfied with his chances of running his accounting software choice under DOSEMU or WINE, he had to go with Windows 95 workstations. He also talked about how he was able to use the Linux system to handle all his Internet email, proxy serving and PPP dialup requirements. MB Sales also uses Webmin (for web-based sysadmin tasks) and Big Brother (for system monitoring tasks.) Steven did mention that at one point they were having their Linux system crash repeatedly. Swapping hardware with one of the workstations solved the problem. He states that what impressed him was that while the server was effectively running on half the hardware level, there was no discernible performance degradation for such things as file-serving. Steven wrapped up by saying that if he had to do the whole exercise again, not only would he choose Linux for the server system, but also for the workstations too. He'd probably run those with KDE, and look at using WINE to operate this accounting package under, which has matured considerably in the past 12 months since the decision to go with Windows workstations was made. One interesting thing about Steven's talk, was that he initially produced his slide-show on PowerPoint 97, but we were able to import it with no problems, and run if off Applix Presents, on the Linux laptop.

After the four talks, the attendees were invited to make their way towards the Linux show-case, where we took turns to show off our favourite apps ;-) Without doubt, the event was a success, and our thanks go out to all who contributed, gave talks and attended.

Acknowledgements

We would like to thank the following people for their efforts and
assistance in making this a memorable and succesful event.

   Keith Gray kapgray@ocean.com.au

   Brett Hannath bhannath@au.oracle.com

   John Leach bbosware@vic.bigpond.net.au

   Steven D'Aprano steve@mbsales.com.au

   David Field david@land-mark.com.au

   Andrew McDonald andrewm@aone.com.au

   Phil Wales, 3RRR Radio 3rrr@rrr.apana.org.au

   Marilyn Mallia of the RACV Club for helping us prep the event.
   Marilyn_Mallia@racv.com.au

and of course to the staff at the RACV club, in particular, Maria, who
was most helpful and resourceful.

LOGOUT:

Do you have a Linux Users' Group in your area? Not sure? Just email me
and I'll try and hunt one down for you and if one doesn't exist, perhaps
we can get one started.

Scott Dowdle

BEST OF COMDEX
Fall 1998
THE WINNERS

        Best Desktop & Mobile System   Best Productivity Software
        Best New Technology   Best Networking Hardware
        Best Development Tool   Best Utility
        Best Peripheral   Best Networking Software
        Best Internet Software   Best Digital Media

BEST OF SHOW

Microsoft Corp.'s Microsoft SQL Server 7.0

BEST OF SHOW

BEST DESKTOP & MOBILE SYSTEM

Toshiba America Information Systems Inc.
Portege 3010CT

Toshiba's newest Portege system is proof that a fully functional
sub-3-pound notebook running Windows 95 or NT needn't cost an arm and a
leg. Equipped with a 266MHz Pentium processor, 32MB of RAM and a 4GB hard
drive, the new Portege costs only $1,999. A 10.4-inch TFT display, dual
PC Card slots, floppy drive and port replicator are the icing on the
cake.

BEST PRODUCTIVITY SOFTWARE

Microsoft Corp.
Microsoft SQL Server 7.0

Microsoft's totally rearchitected SQL Server allows database
administrators to spend more time on developing and extending corporate
applications and less time on database maintenance. Version 7.0 of the
database server provides innovative ease-of-use improvements, including
25 new wizards. A universal code base improves SQL Server's scalability,
and the server provides better connectivity to MS Access, extending SQL
Server's capabilities to the workgroup. In addition, the included OLAP
services provide multidimensional database capabilities previously
available only as expensive add-ons to Oracle and DB2.

BEST NEW TECHNOLOGY

Epigram Inc.
iLine 10

Epigram Inc.'s iLine10 is a chip set, suitable for embedding in a wide
range of peripherals, that enables standard residential phone wires to
transport 10M bit per second data without disturbing normal voice
transmission.

BEST NETWORKING HARDWARE

Cisco Systems Inc.
1720 VPN Router

Cisco's 1720 combines WAN access, fire-walling and an IPsec VPN,
lowering the barriers to the Internet for small and branch offices. With
its well-thought-out expandability and ease of use, it will fit into many
companies' Internet plans.

BEST DEVELOPMENT TOOL

Advance Systems Ltd.
ASL-Connect 2.1

Unique in its well-tuned support for mail, data and applications
deployment via Internet, wireless links, LANs, WANs and modems,
ASL-Connect supports both Windows CE and Palm Com-puting clients as well
as a long list of enterprise data servers and messaging platforms.
ASL-Connect gives corporate developers a flexible framework for
policy-based management of any varieties of handheld device.

BEST UTILITY

Mijenix Corp.
Fix-It 99

Fix-It 99 is an integrated utility pack, with a single application
interface, that gets close to the operating system level. Its Registry
Optimization and Repair Tool, for example, looks at every aspect of the
registry. We expect it to find errors in the non-critical areas of a
Windows registry, including NT, that other popular utility packages may
not find.

BEST PERIPHERAL

Hewlett-Packard Co.

Color Laser Jet 4500 Hewlett-Packard Co.'s Color LaserJet 4500 brings
color printing to the masses by significantly lowering the price and
improving manageability. Just 10 years ago it cost about $10,000 for a
color laser printer; the 4500 costs only $2,500. And the 4500's new
cartridge technology makes it much easier to manage than the previous
iteration's ink bottle technology. HP has also doubled the speed of the
printer over previous models.

BEST NETWORKING SOFTWARE

Xpoint Technologies Inc.
Uptime! 2.0

By using Wired for Management, Xpoint's Uptime solves one of the hardest
problems in restoring clients' configurations. With the click of a
button, Uptime! can perform a restore no matter what the state of the
client's system. Combine this with the product's real-time mirroring
capabilities and remote user support, and you have a comprehensive
solution for restoring even the most corrupt client computer.

BEST INTERNET SOFTWARE

Idonex
Roxen Platform

Roxen Platform is a highly customizable suite of Internet servers that
runs on practically any platform. The suite provides a secure Web server,

strong database integration and good dynamic site-building tools. Roxen's modular design makes the suite one of the most extensible the judges have ever seen.

BEST DIGITAL MEDIA

Play Inc.
Amorphium

Play's Amorphium brings real-time 3D modeling to the corporate masses, significantly lowering the ease of use and price barriers to sophisticated three-dimensional graphics. What formerly cost thousands of dollars in equipment and software to create complex 3D images can now be accom-plished with an average PC or Macintosh system, allowing users to incorporate extremely sophisticated 3D graphics into presentations.

Special Notice!! STR Infofile File format for Articles
File Format for STReport

All articles submitted to STReport for publication must be sent in the following format. Please use the format requested. Any files received that do not conform will not be used. The article must be in an importable word processor format for Word 6.0 and/or Word Perfect 7. The margins are .05 left and 1.0 Monospaced fonts are not to be used. Please use proportional fonting only and at Twelve (12) points.

 * No Indenting on any paragraphs!!
 * No Indenting of any lines or special gimmicks
 * No underlining!
 * Columns shall be achieved through the use of tabs only. Or, columns in
   Word or Word Perfect format. Do NOT, under any circumstances, use the
   space bar. MS Word is Preferred.
 * Most of ... PLEASE! No ASCII ART!!
 * There is no limits as to size, articles may be split into two if
   lengthy
 * Actual Artwork should be in GIF, PCX, JPG,TIF, BMP, WMF file formats
 * Artwork (pictures, graphs, charts, etc.)should be sent along with the
   article separately
 * Please use a single font in an article. TTF Times New Roman is
   preferred. (VERY Strong Hint)

If there are any questions please use either E-Mail or call.

Many grateful thanks in advance for your enthusiastic co-operation and input.

Ralph F. Mariano, Editor
rmariano@streport.com
STReport International Online Magazine

TIDBITS & Late Breaking Items

MCI WorldCom to offer 'ultrafast' Internet access

(WSJ) - MCI WorldCom Inc. said it will launch a nationwide, ultrafast
Internet-access-service via traditional copper telephone lines. The
service, known as Digital Subscriber Line, or DSL, allows customers to
surf the Internet at speeds several times faster than they can using
conventional computer modems. MCI WorldCom said it will sell the service
directly to small businesses and Internet-service providers. The Internet
companies, in turn, will sell the product to consumers. Despite
stepped-up efforts by the Baby Bell telephone companies to deploy such
services, digital-subscriber lines still trail cable modems as the
broadband-access medium of choice among small companies and consumers.

Intel, Neon unveil set-top box

LAS VEGAS (Reuters) - Intel Corp. and Neon Technology Inc. said Thursday
the companies developed a set-top box for high speed data transmission
through advanced communications systems, such as ADSL and Ethernet.
Designed around the Intel Pentium processor with MMX technology, chipset
and flash memory, the device brings the performance and quality of
desktop computing through a cable television box, they said. All of Neon
Technology's set-top products feature Web browsing and electronic mail
and will support audio and video signals.

America Online in deal with E-Stamp

DULLES, Va. (Reuters) - E-Stamp Internet Postage has agreed to put its
online postage stamp service on America Online Inc.'s popular AOL.COM,
CompuServe and Digital City Internet services, AOL said Thursday. With
E-Stamp Internet Postage, Internet users can buy postage online and print
digital stamps on envelopes, labels or onto a document using a PC and
standard printer. E-Stamp software verifies the address and prints the
correct postage onto an envelope or directly onto a document, deducting
the postage amount from the customer's account.

Netscape renegotiating web pact with Infoseek

NEW YORK (Reuters) - Netscape Communications Corp. is taking a second
look at its web site pact with Infoseek Corp. and may terminate the
5-month-old agreement, which steers Web surfers from Netscape's NetCenter
site to Infoseek's search engine. According to U.S. SEC filings, Netscape
told Infoseek it intends to end the current pact or negotiate a new deal.
A new agreement could change the percentage of times that Infoseek's
engine is offered to web

STR Editor's Mail Call ...a place for the readers to be heard

Editor's MailBag
Messages * NOT EDITED * for content

From: owner-im-hotline@imagicgames.com on behalf of Imagic Hotline
[hotline@imagicgames.com]
Sent: Wednesday, November 18, 1998 11:04 AM
To: streport@streport.com
Subject: IM-HOTLINE: THUNDER BRIGADE TO SHIP!!!

Thunder Brigade To Ship In December!

Fly Hover Tanks In Adrenaline-Soaked Action Game!

Get ready to take charge of a well-armed floating tank that glides
stealthily over 12 different alien worlds. Thunder Brigade offers
cat-and-mouse action on a grand futuristic scale. Vivid locales in a
dazzling and dangerous universe. Specially designed fractal/voxel
graphics engine imparts 3-D effects without the need for special
hardware or a 3-D card.

Thunder Brigade is addictive fun...the multiplayer rocks!-Marc Racine,
Producer and rabid gamer.

For more information see: http://www.imagicgames.com/thunder/index.html

Classics & Gaming Section

Editor Dana P. Jacobson
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> From the Atari Editor's Desk   "Saying it like it is!"
   """"""""""""""""""""""""""""""""

It's been one helluva week! Still sick - this cough is still persistent.
You know you're sick when you don't take advantage of a Friday the 13th
issue date, with some weird tales! As long as I'm not coming down with
pneumonia, I guess I should be "happy" it's just a cough.

One of favorite holidays is rapidly approaching: Thanksgiving! As usual,

I'm looking forward to the turkey and all the trimmings. And the
leftovers!! I'd better stop here before I drool all over my keyboard!

Until next time...

Welcome to your channel Atari Member Update.

1. New MyMail update

Now its time again for a new MyMAIL version
This time it got rev nr 0.73

Bug fixes and new things

**** 14.11.1998 ****
     Rev: 0.73

- Fixed problem with editor window placed at upper left corner.
- Fixed some bugs in queued mail causing
  transmit of empty mail randomly.
- Reply problem after stepping with next/prev icons in mail view window
  fixed.
- Added dialup and send queue if offline.
- Some mailers are sending tabs in the header
  and this was causing bad operations in mymail.
  MyMAIL is now removing this tabs before using the info.
- Some minor MIME text decoding problems fixed.

The docs are updated in this version.

Erik Hdll

>In This Week's Gaming Section - "Turok 2"!! "Zelda" Returns!
 """""""""""""""""""""""""""""   "Glover"!! "HardBall '99"!!
                                                "Tiny Toons"!! And mor
e!

>From the Editor's Controller - Playin' it like it is!
 """""""""""""""""""""""""""""

The holiday season is rapidly approaching; and the games to choose from on
most systems (console or computer) are in abundance. It doesn't take a
genius to say that the gaming community will have a lot of fun this year!
Heck, I may take my wife's advice and pick up a PlayStation!! Any
suggestions for "must have" games?

Until next time...

                                                      Dana

>Industry News STR Game Console NewsFile - The Latest Gaming News!

Thumbs Up For Glover - The Hippest Hand in Town

He's handsome, he's cool and he'll do cartwheels around his evil twin single-handed! -- He's Glover, the hero of Hasbro Interactive's first original title for the Nintendo 64 system. In Glover, also available for the PC, players lead their new four-fingered friend through a mystical 3D world of wizards, potions and good versus evil.

"Glover delivers a completely unique platform game experience," said Tom Dusenberry, president of Hasbro Interactive. "Not only do you guide Glover through spectacular 3D adventures, but you use the glove to bounce, dribble and fist slam your way through puzzles and evil enemies in seven totally unique worlds," Dusenberry added. "This compelling new game play pattern should be a big hit with Nintendo 64 game players."

Far away in an enchanted land lives a wise old wizard, who is charged with maintaining order in the kingdom and caring for its primary power source -- the magic crystals. In order to effectively fulfill his obligations he must create strange and powerful potions, all made possible with the help of his magical gloves.

One day, in an experiment gone awry, a huge explosion caused the wizard to lose his gloves -- one catapulted clear out of the castle windows down to the village below and the other one, not so lucky, landed in the evil cauldron. Unfortunately during this catastrophe the seven magic crystals were dislodged from their homes on top of the castle's turrets. Mustering up the last bit of energy the crystals transformed themselves into seven rubber balls to soften the fall. Without the crystals the kingdom will be doomed forever.

The good glove, aka Glover, sets out to find the lost crystals -- now rubber balls -- and bring them back to the castle. Little does Glover know that his evil twin glove has risen from the evil caldron with one mission in mind -- to foil Glover's good deeds!

As the player in this mystical adventure, you must help our friend Glover find the balls and guide them safely through seven magical worlds and return them to the castle. Players must use the balls to help solve puzzles and advance from level to level -- over 30 levels in all. Throw the ball to hit special switches, dribble the ball up stairs, transform the ball and glove with magical spells to avoid danger. Glover is a unique and refreshing challenge in a vast sea of "me too" platform games.

Glover is available for the Nintendo 64 game console and the PC at a suggested retail price of $59.95 (N64) and $39.95 (PC). To see the lovable glove in action, visit his new Web site at www.glover.com.

Nintendo's 64-Bit Zelda Changes Meaning of Video Games

''What I set out to create is an entirely new emotional experience for

video game players.''

With these words, Nintendo's Shigeru Miyamoto, head of the world's most
celebrated team of video game designers, set out to revolutionize
interactive entertainment with The Legend of Zeldar: Ocarina of Time.
The game, to be released in the U.S. November 23 exclusively for the
Nintendo 64 home video game system, is the first ever to combine the
complex, immersive story line and character development of a traditional
role-playing game (RPG) with the full 3-D action and exploration of a
first-person-perspective adventure game.

The Legend of Zelda: Ocarina of Time has already set an historical
industry milestone -- more than 325,000 American consumers, well over
a quarter of a million, have placed deposits toward purchase of the
game to ensure they get their copy as soon as it hits stores. The
256-megabit epic adventure/RPG for one player has a manufacturer's
suggested retail price of $69.95.

''While video games have always provided an interactive experience, they
have never been truly immersive -- until now,'' says Mr. Miyamoto,
General Manager of Entertainment Analysis and Development at Nintendo
Company Limited, of Kyoto, Japan. ''New technology creates new
opportunities. We can still feel the danger and excitement of a main
character while he battles an enemy. But with more life-like animations
and complete 3-D worlds, for the first time we can also begin to feel
the hero's fear, his frustration, his confusion and his elation as he
journeys through a 360-degree world in service of his princess.''

''Every Zelda game ever released has significantly advanced the
entertainment and technological performance of the system on which it
played,'' says Peter Main, Nintendo of America's executive vice
president, sales and marketing. ''And this fifth Zelda title, and the
series' first for the Nintendo 64, continues that legacy. This is a
video game masterpiece of the first order.''

The Legend of Zelda: Ocarina of Time combines the most intricate graphic
art and engrossing game play ever produced in an interactive
entertainment title. In addition to its mesmerizing visual effects and
nearly an hour of gorgeous, real-time, 3-D animation scenes, the game
gives players an unprecedented variety of game play activities. Besides
enabling players to travel back-and-forth through time, the game
includes elements of nearly every video game genre -- puzzle, adventure,
action, first-person shooter, sports and role-playing.

The game introduces Link's fairy guardian, Navi, who will travel along
with him, dispensing hints on where to go and how to solve different
puzzles. To help players battle enemies in a 3-D world, the game
features a unique 3-D battle system utilizing the ''Z-trigger'' located
underneath the controller to lock-on to enemies, thereby keeping them
always in front of Link.

Using 256-megabits of memory, which is unprecedented, The Legend of
Zelda: Ocarina of Time features the largest world of any Nintendo game.
The game includes new Nintendo 64 graphic rendering and motion capture
technologies to create ultra-realistic skin textures and character
movements, demonstrated beautifully when Link mounts and gallops away
on his horse. Additionally, the special effects and lighting effects
are some of the most brilliant ever seen in a video game.

The story, level design, music, character interaction, graphics and game

play activities are combined so flawlessly that every video game enthusiast magazine is recommending its readers purchase this game. The Legend of Zelda: Ocarina of Time is receiving the highest review scores of any video game in history -- equaling or surpassing those of Miyamoto's initial 1996 Nintendo 64 game, Super Mario 64.

The Legend of Zelda: Ocarina of Time is also Rumble Pak-compatible. For the first time, the Rumble Pak will be both a proactive device -- vibrating to clue players to an impending action -- as well as a reactive device -- vibrating as a result of an action. However, Rumble Pak capability is not required for completion of the game.

To coincide with the launch of the game, Nintendo Power Magazine will release an official The Legend of Zelda: Ocarina of Time Player's Guide, as well as create a dedicated site on Nintendo Power Source, Nintendo's official web site.

Ride High in Psybadek From Psygnosis

FOSTER CITY, CALIF. (Nov. 17) BUSINESS WIRE -Nov. 17, 1998--Psygnosis announces the release of Psybadek, a psycho dekkin', air shreddin', over your head, even play it in bed, boarding game, available today exclusively on the PlayStation game console for $49.99. Psybadek offers a unique blend of real-time, go anywhere 3D platform action combined with the thrills and spills of "hoverdek" stunt-riding.

Teaming up with alternative sportswear maker, Vans, Psybadek merchandise features the Vans logo and the lead game characters wear Vans apparel. This snowboard/surfing-inspired action-packed video game has been promoted at the Vans Triple Crown Series, the Vans Warped Tour and in Vans' back-to-school trading card promotion. Vans is now geared-up to giveaway 2,500 demo disks featuring Psybadek as well as other Psygnosis holiday titles through Vans' distribution channels.

Psybadek not only allows you to experience the exhilarating feeling of dekkin' through the snow, it also plunges you deep into gnarly worlds only dreamed about by the most hard-core boarders. And you're not just riding on snow. You'll take your hover-dek to all extremes, from the Ice World to the Jungle, up the Mountains, across the Desert, and to the mysterious Underworld -- battling with enemies, along the way.

Try your luck as one of the two standout characters -- Xako and Mia -- who both represent a meshing of the most current cool trends to hit America and Europe combined. True friends 'til the end, Xako and Mia must rescue the rest of their buddies from the tyrannical grip of the evil Krakken. Each character has their own cool personality and individual "dekkin" style.

Keeping it real on the slopes has never been easier with this pick up and play masterpiece. You'll learn to duck, jump, and shoot while you're streaking down a hair-raising track. If this weren't enough, you've got a combined total of eight different stunts to earn, learn, and eventually master, sending the level of intensity off the charts. Some stunts are purely for your viewing pleasure, while others are for more critical means such as beating the funkiest bunch of monsters since "board time" began. With a unique "trick meter" that allows you to easily access your trick of choice, Psygnosis adds dimensions to

gameplay that will keep people playing for hours.

Not only a racing game, Psybadek incorporates genuine platform levels
where speed simply kills. Traverse these areas with caution and keep
your foot on the brakes, 'cause there's too much ahead to think you can
thrash your way through without losing. Jumping from precarious
platforms to slippery ledges couldn't be more fun with a pogo stick.

Acclaim Announces December 10th Ship Date for Turok 2: Seeds of Evil

Acclaim Entertainment, Inc., a leading worldwide interactive
entertainment company, today announced that the anxiously awaited
Turok 2: Seeds of Evil for Nintendo 64 will ship December 10, 1998. One
of the first N64 products to feature a 32 meg cartridge, the new game
is four times larger than the 1.5 million unit selling original, Turok:
Dinosaur Hunter.

''Turok 2: Seeds of Evil has been in development since the completion of
Turok: Dinosaur Hunter over 20 months ago,'' said Gregory Fischbach
chairman and CEO of Acclaim Entertainment. ''This product is the most
ambitious project in our company's history and features advanced
technology never before seen in a video game. Turok 2 will change the
way you look at interactive entertainment.''

Turok 2: Seeds of Evil will be supported worldwide by a massive $9
million marketing effort. A major national TV campaign begins airing
December 1st with :15 and :30 second spots featuring a live-action
Turok and showcasing the product's advanced graphics and animation.
The media buy features popular network, spot, syndicated, and cable
programming including MTV, Comedy Central, FOX, WB, UPN, and USA
Network. Turok 2 is also supported by a major market radio campaign,
retail pre-sell program and in-store merchandising campaign including
standees, posters, counter cards, in-store videos and interactive
kiosks in 6000 retail outlets across the US. Turok 2: Seeds of Evil
for Nintendo 64 will also feature a special edition black cartridge.

''Turok 2: Seeds of Evil is the largest product launch in company
history,'' said Paul Eibeler vice president and general manger of
Acclaim North America. ''We anticipate shipping 1.4 million units
worldwide through the holiday selling season.''

An extensive print campaign reaches core and casual gamers in all
enthusiast gaming publications. Turok 2 will be supported with an
extensive on-line advertising program targeting major gaming and music
web sites. Turok 2 is featured on the company's web site,
www.acclaim.net, and on a companion site www.Turok.com. The Turok web
site features a level by level walk-through of the game, tips and
hints, screen shots and game footage. The site also features an on-line
comic book tracing the origins of the Turok character, comic art, and
information on upcoming Turok comic books by Acclaim Publishing.

Also supporting the game release is a line of Turok action figure from
Playmates and licensed strategy guides from several publishers, including
Acclaim Publishing. Turok 2 for Game Boy will be shipping at the first
week of December. The PC version of the game will be shipping in the
first calendar quarter of 1999.

Turok 2: Seeds of Evil returns Turok to the Lost Land to battle the Primagen, an evil force he unknowingly awakened at the end of the first game. The Primagen, imprisoned at the core of the Lost Land, has summoned a massive army of savage creatures to destroy the energy totems that hold him captive. Turok must now end the devastation he has set in motion.

Turok 2: Seeds of Evil features six enormous levels, each one over five virtual square miles in size. Gamers will be completely immersed in the incredibly realistic environments and challenging gameplay of Turok 2. Softskinned enemies are unbelievably lifelike with bulging muscles, blinking eyes and wrinkling skin. The game also features ``real-time flinch generation'' which allows enemies to realistically recoil when hit. Gamers battle enemies with an arsenal of over 20 deadly weapons including the Shredder, Flamethrower, Cerebral Bore and War Blade. An exciting new feature in Turok 2: Seeds of Evil is the ``deathmatch'' mode in which four player can compete in up to 14 multiplayer maps. Turok 2 also supports the new Nintendo 64 expansion pak allowing the game to be played in high resolution.

Electronic Arts Inks Exclusive Eight-Year Deal for World Soccer Licenses

REDWOOD CITY, CALIF. (Nov. 16) BUSINESS WIRE -Nov. 16, 1998--Electronic Arts, the world's largest interactive entertainment software company, today announced it has acquired from ISL the exclusive rights to the three most sought after world soccer licenses - FIFA Brand, FIFA World Cup (2002, 2006) and EURO 2000, the UEFA European Football Championship.

The landmark agreement in the world of licensing was signed in Geneva, Switzerland with ISL Worldwide, the official marketing partner of FIFA and UEFA and one of the leading players in global sports media and marketing. The eight-year deal will allow Electronic Arts to publish titles using FIFA Brand (Federation Internationale de Football Association), FIFA World Cup and UEFA EURO 2000 licenses for the PlayStation, the Nintendo 64 and the PC.

Electronic Arts (EA) has held the exclusive interactive rights to FIFA since 1993. EA's critically acclaimed FIFA Soccer games are the world's best selling sports series, with lifetime-to-date sales exceeding 15 million units. Last year, EA continued its winning streak with a series of games based on the 1998 World Cup license. Both FIFA: Road to World Cup 98 and World Cup 98 were top selling titles worldwide.

"Since our partnership began in 1993, we have been impressed with the quality of Electronic Arts' soccer games," said Glen Kirton, managing director of ISL Marketing. "EA's respect, passion and commitment to soccer is evident in every game they publish. We look forward to continuing our successful partnership with EA into the next millennium."

"Forging this long term agreement with FIFA and ISL is extremely important to our worldwide soccer business," said Larry Probst, Electronic Arts' chairman and chief executive officer. "ISL's knowledge and commitment to the world's most popular sport has made them an ideal partner for us, and we look forward to working with them to create more best-selling, award-winning interactive soccer games."

"This agreement gives us the opportunity to develop games based on the

decade's largest upcoming events in the world of soccer," said Bruce McMillan, the creator of the FIFA interactive games for Electronic Arts and vice president of studio development for EA's worldwide studios. "ISL has been a tremendous partner for us, and our production and development teams are looking forward to developing further games with these outstanding licenses and organizations."

Accolade Ships HardBall 99 for the PlayStation Game Console

Accolade, a leading software publisher and developer of video games, announced its HardBallr 99 baseball game begins shipping today for the PlayStationr game console.

The game includes a new 3D engine, improved gameplay and both the Major League Baseballr and Major League Baseball Players Association licenses.

''The 3D engine and new licensing agreements in HardBall 99 offers the ultimate in a realistic baseball experience,'' said Stan Roach, executive vice president of sales and marketing at Accolade.

HardBall 99's high end graphics include motion-captured polygonal players that are so real, users are able to view actual player names, numbers and team logos on uniforms. The Major League Baseball license in HardBall 99 delivers all 30 modern stadiums, including the new Comiskey Park in Chicago and the new San Francisco Giants' stadium at China Basin. The Major League Baseball Players Association license provides the use of player names and pictures.

HardBall 99 gameplay has been improved greatly from previous HardBall releases. A new fielding model lets players dive in eight directions, jump, and execute a variety of plays such as the ''basket'' catch. While HardBall 99 offers intense action, it also possesses a strategic management element with the consecutive season play feature, that accounts for players to age.

Player skills either improve or deteriorate as seasons progress. It will be up to the user to decide when to substitute veterans with younger players and how to utilize their farm team. The situational hitting feature in HardBall 99 allows the user to control whether to hit the ball in the air for a possible sacrifice fly, hit the ball on the ground for a hit and run or hit to the opposite field.

The game includes current Major League players and lineups, as well as all teams including the new expansion teams, Tampa Bay Devil Rays and Arizona Diamondbacks. HardBall 99 contains all the major trades and late season roster moves through Aug. 15, 1998. Additionally, HardBall 99 features some of baseball's true greats of the past with the ''All-Time Team.''

This team has 24 of the best players in the game's history, including such legends as Babe Ruth, Dizzy Dean, Jackie Robinson, Tris Speaker and Whitey Ford.

HardBall 99 is currently available at an estimated street price of $29.95, making it an attractive buy for holiday shoppers.

Sony Validates Gaming to the Masses

Nov. 17, 1998 (MULTIMEDIA WIRE, Vol. 5, No. 222 via COMTEX) -- Sony
Computer Entertainment America's partnerships with the likes of
McDonald's and Pizza Hut expose PlayStation to the masses. The outdoor
campaign hammers the message home that it's OK to be a PlayStation gamer.

Public perception of who plays videogames is changing, SCEA VP of
Marketing Andrew House tells MMWire. While House declines to estimate
how many people are aware of the PlayStation brand, he notes that a PSX
is in one-in-eight households. "Those people are covered."

The rest, we suppose, can read a billboard. The company's nine-city
outdoor campaign, which includes billboards and signage on buses and
bus shelters, tells buyers that laziness can be supplemented with
gaming: "If you're going to lay on the couch, at least keep score." The
campaign also targets teenagers with lines like, "Tell Dad if you stay
at home, you can't total the car," spouses with lines like "If he's at
home, he can't cheat on you" and an older demographic with lines like
"Your grandchildren will think you're 'da bomb."

Another tag line, "Tell Mom it'll keep you out of those chat rooms,"
makes virtue of PlayStation's lack of a modem at the same time Sega is
touting Dreamcast as the console with 33.6Kbps. We wonder if Sony will
be so quick to point out potential online perils when PlayStation II
ships with a modem -- or at least the option to buy one.

ONLINE WEEKLY STReport OnLine   The wires are a hummin'!

                      PEOPLE ARE TALKING

Compiled by Joe Mirando
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Hidi ho friends and neighbors. It's that time again. Yep, time to sit
there patiently while I rant and rave until I finally get around to the
point.

Aw, heck. How 'bout if I skip the ranting and raving part... just for this
week, okay? <smile>

I do, however, have an observation about today's computer world that you
might be interested in: Tech support!

It seems that the days of free technical support just because you bought a
particular company's product, be it hardware or software, are over. Yes,
there were always companies that charged for any sort of tech support, but
they were by and large developers of the more expensive, involved
programs. Today, most developers see technical support after the sale as
a necessary evil, but one that they should be overly compensated for. The
developer of a particular program, for instance, charges (on top of the
$750.00 for the product itself, mind you) $195.00 PER QUESTION about this
wondrous, easy-to-use software.

I've got a tip for you and for those you want to help out... Hire a consultant! Yes I know, consultants get some major dollars for their services, but they seldom end up costing $195.00 an hour. And to boot, you normally dont' have to wait on hold for half an hour while a bunch of tech support people comb through the same manual you got with your purchase, trying to find an answer for you.

Even hardware manufacturers are getting in on the act now. Buy a computer from one of those big "Buy-Direct" companies and you may end up BUYING technical support from them down the road.

If you can do your own troubleshooting, so much the better, but even the best do-it-yourself-ers need help once in a while. Ask around and find a reputable consultant... a FULL TIME consultant that you can reach when you need them, not one that you can't contact until after their shift at the local department store is over.

I know that these ideas don't help Atari users much, but let's face it. Atari support on demand has been a thing of the past for years. But you've got to remember that there are also new printers, scanners, hard drives, modems and a slew of other things that many of us purchase to use with our Atari computers. We have to be up to snuff even more than others do, because anyone who does offer tech support will go quite silent and then tell you that their product simply won't work with an Atari. Just dig in and get the information you need from them. After all, we don't still use Atari computers because we give up easily, do we?

Well, let's take a look at what's being said on the UseNet.

From the comp.sys.atari.st NewsGroup
===================================

'Mike' asks succinctly:

"So, what's this Olga and Bubblegem I heard about?"

Louis Holleman tells Mike:

"OLGA = Object Linking GEM Applications... another add-on for a more comfortable OS.

BubbleGem = small helpfiles. When installed and supported by the program, usually a rightclick with the mouse on items will pop up information in "balloons" (like the cartoon things). Or: explanation on the spot. Comes in quite handy sometimes, where ST-Guide always needs to be started first and the program screens are overwritten by the ST-Guide screen. Especially under MagiC those apps are quite nice."

Krzysztof Maj jumps into the conversation and asks:

"Is it possible to use it under Single-TOS? Where can I find English docs for BubbleGem? (I can find only German ones)"

Erik Hall adds a bit of information:

"OLGA is a object linking server.

Bubblegem is a program that are displaying help for many modern

applications.

Read more at this homepage
http://www.uni-karlsruhe.de/~Thomas.Much/nbp.html"

"Louis" tells Krzysztof:

"'m afraid both apps (OLGA and Bubble) need a multitasking environment.
They are started at boot-time from MagiC (or Multitos etc) and AFAIK
Bubble doesn't work as an ACC. Don't know where english docs for Bubble
are available, but maybe someone might jump in..."

Pascal Ricard jumps in on queue and posts:

"Yes, BubbleGEM works as an accessory in single Tos. Though there is no
entry, it's the only way to run it in plain Tos."

Derryck Croker adds:

"Bubblegem can be run as an ACC under single TOS.

V7.0E is available in English from the UK shareware site
http://www.cix.co.uk/~inactive/"

Tim Conrardy asks an interesting question:

"This might seem like a silly question..but I was wondering if there were
any Atari users who use INVERSE VIDEO, that is a dark desktop with light
fonts. I find that most applications stand out more using inverse video.
For example "Sweet 16 " (the midi sequencer from Roni Music). Without
inverse video, the graphics are very mediocre..not much to look at.
Inverse your video scheme and WOOAH..it looks real sharp ! perhaps there
are Atarians out there who don't know this "trick" for a cooler looking
desktop and graphics when running applications. Of course, this is just my
opinion. Perhaps some people Prefer the normal way for readabilty.
Comments?"

Louis tells Tim:

"I think that's OK on monochrome screens. I used to run Protext like that
years ago on my ST, it was a built-in feature. Made it easier to stare at
the screen for longer periods. I prefer to have my backgrounds in light
greyish tints since I'm working TC, but not very many programs support
that. Thing does, and so does MyMail. ST-Guide has such an option. I wish
I could do it with QED and lotsa other apps."

Frank Lockwood tells Tim:

"I used to do this on my TT under TOS. In sixteen colour mode (TT med.) I
would just use the colour .CPX to make black white and white black, and
leave the other colours alone. This had the added benefit of turning the
white border that is displayed on an SVGA monitor in TT medium, to turn
black - so you have a smaller display area hovering in the middle of the
screen - hey, just like an ST and SM124!

When I moved up to Magic/Thing, I changed back, since I like the colour
icons, however. I live with the border."

Brent Thirsk adds:

"I use inverse on a TT with VCONS in ST High Res. Also on attached
terminals. Much easier on the eyes after 10 or 12 hours in front of the
dam things. Its definatly easier than color. Under flourecent lighting,
if you stand back about 20 feet and look at you monitors with color vs
black and white, you will see what I mean. The color screen flickers just
like computer screens on TV. You seem to see every refresh. Mono Chrome
inverse does not do this."

Trever Spencer adds his thoughts:

"Just a thought, I don't like the green desktop, especially its tendency
with some programs to go very bright, and for yearsI've used Magic.ACC -
nothing to do with MagiC. This gives 3 options in low/med res - Blue
(which I normally use), Green on Black or Amber on Black. In hi res its
just inverse video. I find the amber setting easy on the eye after a long
day!"

Louis comes back and adds:

"The few occasions I operated in ST-Low or med on my ST, I had the control
panel set for a dark blue desktop. The green one made me sick too!

It's real strange that later resolutions always provided the bloody green
background again... Glad I set the stuff to light/dark grey in Thing, my
menu's are grey (Menu3D.prg), the backgrounds in Thing's dirs are grey,
and every program supporting color change of the background is grey too.
It's by far the most neutral background to stare at for hours... and
that's what I do many times. BTW, I'm using a slightly modified palette
for the first 16 system colors, especially the range 8-15 has some
modifications. Even in Truecolor these changes work."

Rob Henning posts:

"I have been getting problems on my external 500meg SCSI drive,I use
Optimizer 27 and Edge both keep on reporting problems with clusters and
Fats,I also did a bad sector test,it found some and marked them bad. This
problem came back and now its reporting 157 bad sectors,has something gone
wrong with the drive,is it the bin time,your help please."

Derryck Croker tells Rob:

"I'd suggest using tree check (from the Kobold distribution) using the
same partition as source and destination or the SCSI tester from Centek's
web site www.centek.fr to check for SCSI bus problems?"

Uwe Seimet, the author of HD Driver, tells Drrryck:

"Bad sectors are most likely not an SCSI bus problem but indicate a broken
drive. You can check this quite easily with programs (HDDRUTIL(that not
only support a sector tests but can also display the SCSI error code in
case a read error occurs. With this error code you can definititely decide
if a sector is bad."

Hallvard Tangeraas posts:

"I'm working on a huge icon collection, something I've been doing for a
very long time and hope to be able to share with all of you soon.

I've collected hundreds of icons throughout the years, edited some
myself, created new ones and finally categorized them into various groups

(graphics, text, games, business, disks, trashcans, programming, screen, shells, communications...)

I'm hoping to complete it soon, but I'm sort of stuck as I have several icons which I don't want to place randomly or just make a huge "various" category. So, with the names provided, what kind of programs are we talking about here? I don't need any lengthy background info, just a category where they will belong to. Here we go: STella, Egale, G+ Plus, Flagset, Wincom, Winset, Winput, Spacola.

Nick Bales tells Hallvard:

"Not sure about all of these, but here are some descriptions:

-Stella
Commercial Graphics package

-Egale
Compares 2 text files and lists differences

-G+ Plus
GDOS plus replacement

For the other stuff, maybe you can go through the umich and lip6 Index files... Not a pleasant job, I must admit..."

Jochen Fietz adds:

"Here's what I know about:

>-Flagset.prg
category: UTIL (sets File Flag)

>-Wincom
>-Winset
>-Winput
category: (Desktop-)UTIL (realtime scrolling etc.)

>-Spacola
category: GAMES"

Hallvard tells everyone who helped out:

"I've done a lot of work with the icons today, reorganizing the ones that were left in my collection and putting the icons I don't know into a "misc" category. Surprisingly enough that misc category didn't turn out to be as big as I had expected, so somehow I must have done a pretty decent job at organizing the other ones.

What's left now is to write some readme files etc. and I'm off! I'll keep you all posted when the icons are ready to be downloaded."

Well folks, that's all for this time aroung. Tune in again next week, same time, same station, and be ready to listen to what they are saying when...

PEOPLE ARE TALKING

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                      EDITORIAL QUICKIES

People Are Like Potatoes

Some people are very bossy and like to tell everyone what to do, but they
don't want to soil their own hands.

   They are called Dick Tators.
```

Some people never seem motivated to participate, but are content to watch while others do.

   They are called Speck Tators.


Some people never do anything to help, but are gifted at finding fault with the way others do things.

   They are called Comment Tators.


Some people are always looking to cause problems. They ask others to agree with them when they state that it is too hot or too cold, too sour or too sweet, too much or too little.

   They are called Aggie Tators.


There are those who always say they will, but somehow, they never get around to doing anything.

   They are called Hezzie Tators.


Some people put on a front and act like someone they are not.

   They are called Emma Tators.


Then, There are those who live what they talk. They're always prepared to stop what they're doing to lend a hand to others. They bring real sunshine into the lives of others.

   You might call them Sweet Tators.

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